

Bongo Streets

Your Streets. Your Story.

An open-world driving game set in the real Dar es Salaam: its roads, its buildings, its BRT buses, its railway and its airport. Drive, fly and play with friends.

THE GAME

A whole city to explore, built from the real map

Bongo Streets is an open-world game set in Dar es Salaam, Tanzania. The streets are the real streets, the buildings stand where the real buildings stand, and the places people know are where they belong. You can drive, step out and walk, take a bus corridor, or fly out of the airport.

64 x 69 km
of real Dar es Salaam and its surroundings

1.36 million
real building footprints from OpenStreetMap

80,000+
real road segments, with traffic and pedestrians

24 cars
in the garage, each with its own handling

200
player capacity of the shared online world

8 aircraft
to fly, from a Cessna to an airliner

Where we are today. The game is playable in Free Roam on desktop, with the online world, the police, aircraft and weather already working. A phone version is in progress. This document says plainly which parts are finished and which are still under way.

THE MAP

The real Dar es Salaam, street by street

The playable region covers about 64 by 69 kilometres, from the northern suburbs to Kigamboni and out to the airport. Roads and buildings come from OpenStreetMap: more than 1.3 million building footprints and over 80,000 road segments, draped over real terrain height data. Close to the player the city is built in detail, and far away it is shown as a lighter model of the whole skyline, so the horizon is never empty.

Public transport and landmarks

- **DART BRT (Mwendokasi).** Articulated buses run on their own lanes between stations and terminals such as Kimara, Ubungo, Gerezani and Kivukoni.
- **SGR railway.** The Dar es Salaam station, the elevated line and electric trains that arrive, stop and leave on a timetable.
- **Julius Nyerere International Airport.** Terminal 3, the apron with jet bridges, and the runway.
- **Landmarks.** Kariakoo Market, Mlimani City and more.

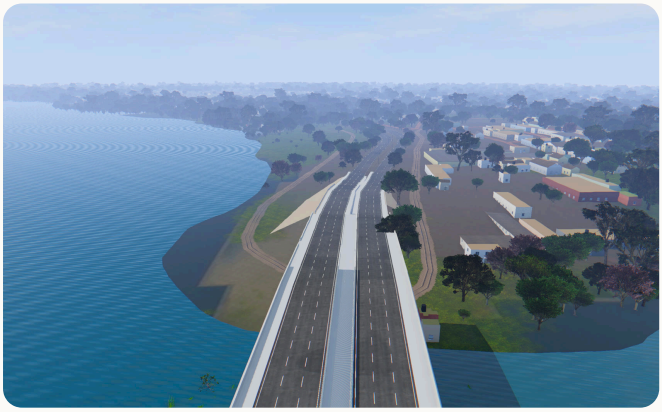
BRIDGES AND FLYOVERS

Madaraja mazuri

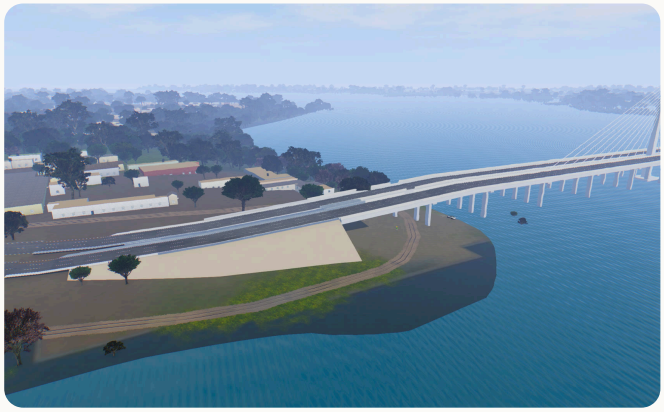
Dar es Salaam is a city of bridges and interchanges, and the game builds them with real decks, ramps and clearances. Traffic on different levels does not collide, so a bus can pass under a flyover while cars cross over it.



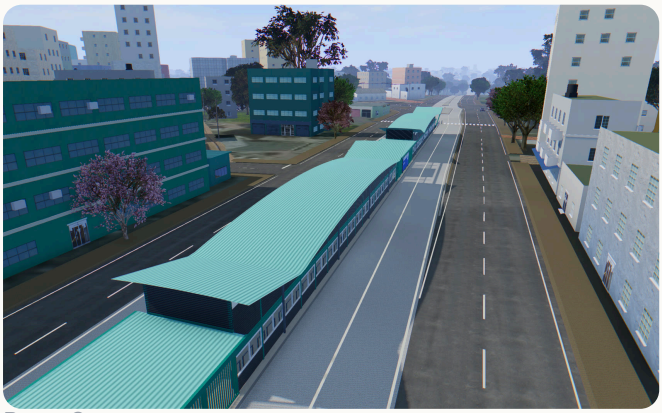
The Kijazi (Ubungo) interchange: three levels of viaduct and ramps.



Bridges and flyovers across the city.



Another crossing, seen from the road.



A DART bus at its station on the busway.

DRIVING

Cars that feel like cars

Every car is simulated wheel by wheel: suspension, tyre grip, weight transfer, gearbox, brakes with ABS, handbrake drifts and nitro. A garage holds two dozen cars, from hypercars and sports cars to muscle cars and sedans, and each one drives differently.

Free Roam

Free Roam is the open world: no race, no timer. Drive anywhere on the map, and watch the traffic and pedestrians that fill the streets. Get out and walk, take another car, or change the time of day and the weather from the menu.

Garage and showroom

Choose your car in the garage, look at it up close, and take it out onto the streets. The speedometer comes in ten designs.

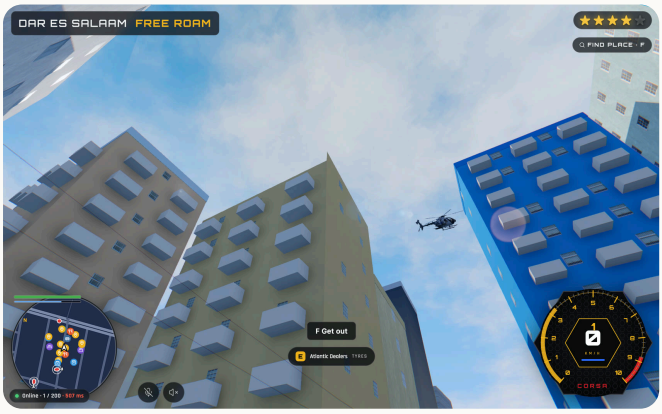
THE LAW

Police, wanted stars and a helicopter

Break the law in front of a witness or a patrol and the wanted level rises, from one to five stars. Hitting a pedestrian, ramming a police car, stealing a car, reckless driving and firing a weapon all add heat. More stars send more units: a single patrol at one star, and up to six units at five stars. Police drive an Interceptor SUV or a Shelby GT500 patrol car, with flashing lights and sirens. Stay out of sight long enough and the stars fade. If you stop and the officers close in, you are busted.



Police cars in pursuit with their lights on.



The MD 500 police helicopter over the chase.



It banks, fires and drops a searchlight at night.

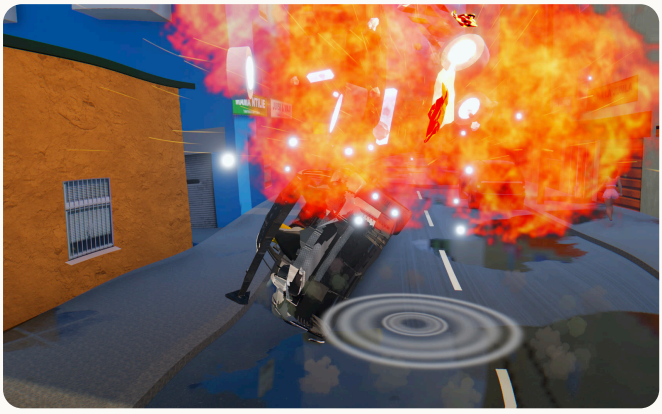
The helicopter

From three stars a police helicopter (an MD 500 with a marksman in the open door) joins the chase. It comes in from the direction of the nearest police station, follows you, banks into turns and shoots; at four and five stars a second one arrives. At night it lights the street with a searchlight. Its gunfire damages your car, and a badly hit car can catch fire.

COMBAT AND EFFECTS

Weapons, explosions, fire and weather

The game has a large weapon roster (177 entries, more than 100 already wired into the combat system) with bullets that behave according to what they hit: thin walls and glass let bullets through, thick concrete stops them. On the online server the hit checks are made by the server, not the player's computer, so shots are fair.



A car explodes: fireball and shockwave.



Doors, bonnet and wheels fly off as real physical objects.



The wreck burns.

Realistic effects

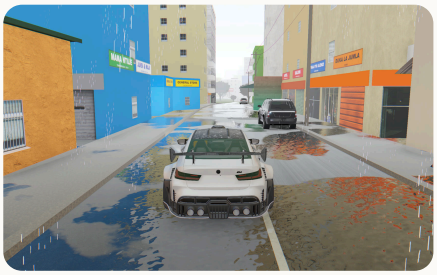
- **Explosions and fire.** A blast sends parts flying; the hulk burns, blackens and smokes. Fire is built to stay on the thing that is burning.
- **Smoke, dust and exhaust.** Engine smoke, tyre smoke, dust trails and nitro flames.
- **Day and night.** A full 24-hour cycle with street lights and car headlights at night.
- **Weather.** Ten weather types from clear sky to fog, rain and thunderstorms; rain wets the roads and leaves puddles.



Sunset.



Night, street lights on.



Rain and wet roads.

AIRCRAFT

Take off from the real airport

Walk up to a plane at Julius Nyerere International Airport, press F to board, and fly. Eight aircraft are flyable: an airliner, an A320, a Dash 8 Q400, three business jets, a Cessna 172 and a presidential jet. Each has its own flight model, its own real engine sound recordings, and a cockpit or chase camera.



Taking off from the airport runway.



Over the city.

There is air traffic around the airport as well, so planes are taxiing, parked and flying while you play. The landing gear, throttle, brakes and stabilisers all work, and a hard landing can wreck the aircraft.

ONLINE

One shared world, friends and voice

Free Roam is built to be shared. A dedicated server hosts one persistent Dar es Salaam with room for up to 200 players at once, and the game shows other players' cars, characters and name tags nearby.

Voice chat

Proximity voice: you hear players near you, quieter with distance. Two small icons on screen switch the microphone and listening on or off. Both start switched off, and you decide when to join the conversation.

Phone and friends

Every account gets an in-game phone number. The phone sends messages, keeps contacts, makes calls, and lets you block, mute or report anyone. Friends see each other online, and can share their position on the map.

Fair and secure

- Each player signs in with an account; the server checks a signed access pass before letting anyone in.
- The server decides where players are and checks every shot.
- Other players never see your account details.

> **Honest status.** The server and its 200-player capacity are in place and have been tested locally with simulated players. A full-size test with 200 real players is still to come.

WHERE TO GET IT

Desktop app, website and phones

Desktop app WORKING

The game ships as a desktop application for Windows and Mac. Players sign in with their Bongo Streets account at launch. New versions are announced inside the game: on Windows they download and install automatically, and on Mac the app downloads and verifies the new version, then guides the install. Every update is cryptographically signed, so only genuine versions are accepted.

Website LIVE

The website is where playtesters create an account, get free access to the playtest, and send feedback. It also shows, honestly, what is already in the game and what is still planned.

Phones IN PROGRESS

Android phones are the main audience for the game, so a phone version is being built: touch controls with an on-screen wheel and pedals, layouts for landscape screens, full-screen play, and a lighter graphics setting. It is not yet stable and is not part of the current playtest.

What exists today

Map	Real Dar es Salaam, 64 x 69 km
Driving	24 cars, Free Roam, garage
City life	Traffic, pedestrians, DART buses, SGR trains
Law	Wanted stars, police cars, helicopter
Combat	Weapons, explosions, fire, wrecks
Air	8 flyable aircraft, the airport
Online	Shared world, voice, phone, friends
Apps	Desktop with login and auto-update; website

Next

- A full 200-player online test.
- The phone version, then more of the city rebuilt street by street.
- More cars, weapons and missions.